IN THE CLAIMS

Please amend the claims as follows:

1.   (Original) A method for providing an event management service in a gaming network including gaming machines, the method comprising:

publishing an availability of the event management service on the gaming network;

receiving a discovery request for the event management service;

registering by a gaming client with the event management service; and

processing one or more service requests between the gaming client and event management service, said service requests conforming to an internetworking protocol.

2.   (Original) The method of claim 1, wherein the event management service comprises a web service.

3.   (Original) The method of claim 2, wherein the service request is formatted according to a service description language.

4.   (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).

5.   (Original) The method of claim 2, wherein the event management service is registered in a UDDI registry.

6.   (Original) The method of claim 1, wherein the gaming client comprises a gaming machine.

7.   (Original) The method of claim 1, wherein the gaming client comprises a service provider.

8.   (Original) The method of claim 1, wherein the service request comprises a request by the gaming client to report an event to the event management service.

9.   (Original) The method of claim 8 and further comprising storing the event in a persistent storage.

10.   (Original) The method of claim 1, wherein the service request comprises a request by the gaming client to query the event management service for an event.

11.   (Currently Amended) A gaming network system providing an event management service, the gaming network system comprising:

        a gaming client communicably coupled to the gaming network system; and

        an event management service communicably coupled to the gaming network system and operable to:

                publish an availability of the event management service on the gaming network system;

                register a gaming client with the event management service; and

                process one or more service requests between the gaming client and the event management service, said service requests conforming to an internetworking protocol.

12.   (Original) The gaming network system of claim 11, wherein the event management service comprises a web service.

13.   (Original) The gaming network system of claim 12, wherein the service request is formatted according to a service description language.

14.   (Original) The gaming network system of claim 13, wherein the service description language is a Web Services Description Language (WSDL).

15.   (Original) The gaming network system of claim 11, wherein the event management service is registered in a UDDI registry.

16.   (Original) The gaming network system of claim 11, wherein the gaming client comprises a gaming machine.

17.   (Currently Amended) The gaming network system of claim 11, wherein the gaming client comprises a service provider in the gaming network <u>system</u>.

18.   (Original) The gaming network system of claim 11, wherein the service request comprises a request by the gaming client to report an event to the event management service.

19.   (Original) The gaming network system of claim 18 and further comprising storing the event in a persistent storage.

20.   (Original) The gaming network system of claim 11, wherein the service request comprises a request by the gaming client to query the event management service for an event.